



# CODEX SUPPLEMENT: SPACE WOLVES

Indomitus Version 1.0

These documents collect amendments to the rules and present our responses to players' frequently asked questions. Often these amendments are updates necessitated by new releases or community feedback; these can be identified by the presence of an asterisk before the page reference. At other times, these amendments are errata designed to correct mistakes or add clarity to a rule that is not as clear as it might be.

As they're revised regularly, each of these documents has a version number; where a version number has a letter, e.g. 1.1a, this means it has had a local amendment, only in that language, to clarify a translation issue or other minor correction. When a document is revised, the version number will be incremented and new updates will be highlighted in **blue**, while new errata and FAQs will be highlighted in **magenta**.

## FAQS

*Q: The 'crushing teeth and claws' weapon says that the bearer 'makes 3 additional attacks with this weapon and no more than 3 attacks can be made with this weapon,' but Canis Wolfborn's Born of Wolves ability allows a model to make an additional attack with such a weapon.*

*How many attacks would a model affected by this ability make with its crushing teeth and claws?*

A: Four. The Born of the Wolves ability takes precedence over the weapon's.

## UPDATES & ERRATA

**Page 68, 70 – Wolf Guard Battle Leader in Terminator Armour, Wolf Guard Battle Leader on Thunderwolf, Abilities**

Add the following new ability:

**'Company Heroes:** If your army is Battle-forged, then for each **LIEUTENANT** unit included in a Detachment, a second **LIEUTENANT** unit can be included in that Detachment without taking up an additional Battlefield Role slot.'

**Page 71, 72, 81 – Blood Claws, Grey Hunters, Long Fangs, Abilities**

Add the following new ability:

**'Crux Terminatus:** The Wolf Guard Terminator Pack Leader has a 5+ invulnerable save.'

**Page 88 – Sagas, Saga of the Beastslayer**

Change to:

**'SPACE WOLVES CORE** units within 6" add 1 to wound rolls for melee attacks against **VEHICLES** and **MONSTERS**.'